Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2004 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN TYPE OR SMALL ENTITY (Column 1) (Column 2) TOTAL CLAIMS RATE FEE RATE FEE FOR NUMBER FILED NUMBER EXTRA BASIC FEE OR BASIC FEE TOTAL CHARGEABLE CLAIMS)minus 20 = X\$9= OR X \$ 18 = INDEPENDENT CLAIMS minus 3 = X\$44 = OR X \$ 88 = MULTIPLE DEPENDENT CLAIM PRESENT . + \$ 150 = OR + \$ 300 = If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL. OR TOTAL CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY (Column 1) OR SMALL ENTITY (Column 2) (Colomn 3) CLARKS HIGHEST ADOI-REMAINING NUMBER ADDI-PRESENT RATE TIONAL AFTER **PREVIOUSLY** RATE TIONAL EXTRA **AMENDMENT** FEE AMENDMENT **PAID FOR** FEE Total Minus Ð X\$9= OR X \$ 18= Independent X \$ 44 = OR X \$ 88 = FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM + \$ 150 = OR + \$ 300 = TOTAL OR. ADOIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADOL REMAINING ADDI-NUMBER PRESENT RATE TIONAL RATE TIONAL m **AFTER PREVIOUSLY** EXTRA FEE MENDMENT AMENDMENT PAID FOR FEE Tota! Minus X \$ 9 = OR | X \$ 18= Independent X \$ 44 = OR X \$ 88 = FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM + \$ 150 = OR + \$ 300 = TOTAL TOTAL OR ADOIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAPAS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL O AFTER PREVIOUSLY **EXTRA** FEE FEE AMENDMENT PAID FOR **LMENDMENT** Total Minus X\$9= OR : X \$ 18 = Independent X \$ 44 = OR. X\$88 = FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM + \$ 150 = OR + \$ 300 = TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE If the entry in column 1 is less than the entry in column 2, write "0" in column 3. If the "Highest Number Previously Paid For" IN THIS SPACE is less than "20", enter "20". "If the "Highest Number Previously Paid For" IN THIS SPACE is less than "3", enter "3". The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.